

	1: Palm and Pine Palm and Pine is a roleplaying game in which the rules change in every scene. In this game, a group of people are travelling through the overgrown ruins of a long dead civilization and stop to tell their myths and stories about those who dwelled there. While the vast majority of play takes place in that mythic historical context, each player should name and have a basic idea of their character in that framing sequence before play begins.	2: Setting Up To play this game, you will need, in addition to these cards: Dice (six sided, the more the better, in at least two different colors), and a large stack of coins or other tokens to represent Glitter. Each player should have something to write down character notes with. The players may want to establish some of the basic facts about the game world at this point, such as the name of the previous civilization and whether this game will take place on Earth's far future or a secondary world. Or they may decide to let these things emerge in play. Shuffle each type of card separately and start the first scene.	3: Playing Scenes For each scene, draw one Scene card, one Conflict Card, one Ending Card, and Four Rules cards. Lay them out on a playing surface, arranging the rules cards into a square. These cards will establish the rules in play for that scene. Some rules, including conflict and ending rules, may not make sense under the rules of certain scene cards. When that happens, ignore those rules. The cards will explain how the game itself will end.	
	4: Characters and Attributes Some resolution rules will use the Standard Attributes. These are: Physical, Mental, and Spiritual. If not otherwise specified, for a character that is not based on a character card, the player should divide 6 points across those attributes, with none being less than 1. Some cards give a player a persistent character. In every scene involving characters after that, they will play that character, either fitting them into a role in the scene or independently, until that character's death.	5: The Standard Resolution Table Some rules will reference the Standard Resolution Table. This table is formed by taking the numbers in the upper right corner of the rules cards for the current scene, and arranging them in order. The smallest number is the target for normal tasks, the second smallest for hard tasks, the third smallest for expert tasks, and the largest for epic tasks. Rolls need to be at least the target number to succeed.	6: Glossary Blind Bid: Each player involved secretly puts a number of Glitter tokens (which could be zero) in their hand. After all have done this, they simultaneously open their hands, revealing their bid. Doom Pile: An area set off to the side where Doom cards are placed, Dice: Regular, six-sided dice Glitter: The currency of the game	
	7: Final Thoughts Remember, the scene card's rules may override any other rules. If a rule or resolution doesn't make sense in the context of a scene, ignore it. Unless otherwise indicated, always reroll ties. If following a rule could have two different outcomes, use dice to randomly pick one. If a player is given no choice by the rules but to spend a Glitter but has 0 Glitter, ignore that part. If a player with 0 Glitter has no choice but to give a Glitter to another player, that other player gets one Glitter from the bank.	An Unexpected Corpse SCENE The player nearest to a door leading outside narrates this scene, which features a group of people unexpectedly discovering the dead body of someone from a WHO section of a Rules card in a WHERE section of a Rules card. They assign roles to the other players, including someone whose duty it is to discover how this person died and someone with an interest in obscuring that knowledge, as well as other WHO sections of rules cards. Play commences with the discovery of the body.	Bread and Circuses SCENE The player who has traveled furthest from their home establishes this scene, which takes place during a spectacular celebration, and assigns roles to each player, including the featured entertainment, a disgruntled disruptor, and characters mentioned in the WHO section of the Rules Cards. Play commences with the opening ceremonies.	

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	Delve SCENE The player who's been playing role-playing games the longest establishes this scene, assigning roles to the other players from the WHO sections of the Rule Cards as a group of people preparing to invade a structure, starting from a WHERE from one of the rule cards but possibly continuing to a hidden area that may be underground, inhabited solely by beings they all consider it ethical to kill. The establishing player takes the role of opposition, including the inhabitants and the builders of the location, which is likely stocked with traps and other dangers as well as treasure. Play commences with an encounter with the first enemy sentries.	Everyone SCENE The tallest player establishes this scene, which features a single person chosen from the WHO section of a Rules card in a location chosen from the WHERE section of a Rules card. They then assign roles to the other players based on aspects of that person's personality. If the Conflict Card does not have a mechanism to handle player versus player conflicts, discard and replace it. The player establishing the scene takes the role of the environment and all non-player characters and picks one player to be in initial control of the character's actions. Other players can attempt to take over by using the conflict rules.	Fight SCENE The player with the least Glitter establishes this scene, which takes place somewhere where chaotic violence is about to begin. They assign roles to each player, including the chief instigator, a peacekeeper, and the WHO sections of the Rule cards. Play commences just before the first blow.	
	Flashback SCENE If this is the first scene, shuffle this card into the scene deck and redraw. The oldest player establishes this scene, which takes place sometime before the first scene in the game. They assign roles, including the WHO elements of the rules cards. Any player who had a character card that has died may choose to play that character in the flashback scene. Play commences.	Follow the Names SCENE Each player rolls two dice. The highest roller makes up the name of a person, place, or group in the old nation and describes it briefly, taking inspiration from the WHO, WHAT, and WHERE sections of the Rule. During the description they should mention another person, place, or group by name but with little description. The next player, going clockwise, briefly describes that subject in the same way, until all players have done this.	Framed SCENE If this is the first scene, shuffle this card back into the scene deck. The player to the right of the one who set the previous scene establishes a scene that takes place in the frame story, with players playing the storytellers. That player expresses skepticism about something that happened in the last scene. Do not use resolution or ending cards; instead, after the discussion each player blind bids any amount of Glitter and votes. Each player's vote counts for 1 point plus Glitter spent. If the doubter's side prevails, their version of events is considered true moving forward.	
	Gathered to Join SCENE The second oldest player establishes this scene, which takes place during a wedding ceremony. They then assign roles to the players, including the official conducting the wedding, the best man and/or maid of honor and characters from the WHO section of the rules cards but neither of the people actually being married. Play commences just before the start of the ceremony.	Let The Games Begin SCENE Each player rolls two dice. The highest roller establishes this scene, which takes place during a sporting event. They assign roles to each player including competitors, judges, and the WHO: sections of each rule card. Play commences just before the start of the event, as favorites are picked and wagers are placed.	Magnum Opus SCENE Each player rolls two dice. If anyone rolls two sixes, they narrate the scene. Otherwise, re-roll until one player rolls two sixes. The scene takes place in a workshop where a master artisan is creating something of great power and utility. They should assign roles to the players including the artisan, their patron, the intended user of the object, and characters from the WHO sections of the Rule cards. Play commences with the arrival of the last ingredient needed for the creation.	

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	Moments at Court SCENE The player with the most Glitter establishes this scene, which takes place in a seat of power in the old world, and assigns roles to each player including the ruler, the ruler's most trusted adviser, and each character mentioned in the WHO section of the Rule cards. They then ask one player to describe the crisis facing the nation, and each other player to describe one of the options under consideration, out of character. Play commences.	Mythology SCENE Each player rolls two dice. The lowest roller establishes this scene, which takes place in the mythology of the game world, assigning roles to each player based on WHAT elements from the rule cards. Any Character cards acquired during this scene will be considered avatars of a deity in future scenes. Do not use pre-existing character cards in this scene. Play commences with the beginning of a myth	Palette SCENE If there are already one or more cards in the Doom pile, discard this card and draw another. Otherwise, starting with the player dealing out the cards, each player picks an item, idea, or trope that they either want to appear during the course of the game or one that they do not want to appear during the course of the game. Write down those choices and leave them visible to inform each future scene. Continue until each player has gone twice.	
	Parallels SCENE The player with the least free time establishes this scene, taking place in two different locations from the WHERE section of the rules cards. They assign roles to each player including the WHO section of the rules cards and decide which character is in which location. Play commences, alternating between the two locations every few minutes.	Quest SCENE If possible, a player with a Character Card establishes this scene (if not, choose randomly), in which that character is seeking an object, either recently stolen or hidden away long ago, on a search that leads through as many of the WHERE elements on the Rule cards as possible. They assign roles to other players as fellow seekers using the WHO elements on the Rules card. Play commences with the group committing to finish the quest or die trying.	Questions and Answers SCENE Starting with the player with the least Glitter, each player asks the player to their right a question about the old nation or events in previous scenes. They must then answer, working a WHO, WHERE, or WHAT element from at least two different Rule Cards into the answer. Then they ask a question of the player to their right. Continue until everyone has answered a question.	
	The Chase SCENE The player who's driven the fastest vehicle establishes this scene, in which one group of characters is chasing another, through as many locations in the WHERE sections of the rules cards as can be reasonably linked. They assign roles to the players and split them between the chasers and the chased, including the WHO section of the scene cards.	The Heist SCENE The shortest player describes a plan to steal something of value related to a WHAT item on one of the Rule Cards from a WHERE location from one of the rule cards, assigning roles as accomplices to all of the other players except the player to their right. That player assumes the role of all opposition during the scene. Play commences with the first steps in the plan.	The Hidden Traitor SCENE The player with with the least Glitter establishes this scene, in which the characters are on a mission taking place in the WHERE section of a rules card, assigning roles including the WHO sections of the rule cards. They then put one colored die and a number of white dice equal to one fewer than the number of players in a bag. Each player secretly draws a die from the bag. The one with the colored die is a traitor or enemy agent working to sabotage the mission. Play commences with the start of the mission.	

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	The Party SCENE The second youngest player establishes this scene, which takes place during a wild private party attended by the well-to-do. They assign roles to each player including the host, a party crasher, and items in the WHO: section of the rules cards. Play commences with the arrival of the first guests.	The Trial SCENE The player with the least Glitter describes a criminal act their character is accused of. Then the player with the most Glitter takes the role of the judge and sets the scene for a trial, assigning other players to the roles of witnesses or lawyers, fitting as many as possible to the WHO sections of the Rule Cards. Play commences with a list of accusations and the summoning of the first witness.	The War Abroad SCENE The player born farthest away from where the game is being played establishes this scene, which takes place on a battlefield, and assigns roles to each player, including a soldier, an officer, and people from the WHO section of the rules cards. Play commences during a brief lull in the fighting.	
	The War at Home SCENE The player born closest to where the game is being played establishes this scene, which takes place in an urban setting, possibly one of the WHERE sections of a rules card. They assign roles to each player, including people from the WHO section and a traitor who they will play. If they have a Character card that character is the traitor. Play commences with the traitor attempting to compromise the defenses of the city.	The Years Go Marching By SCENE If this is the first scene, shuffle this card into the scene deck and redraw. Starting with the oldest player and proceeding clockwise, each player describes what happens in the old world for twenty years, using the WHO, WHAT, and WHERE of the Rule cards as inspiration. Any player with a character should describe that character's final fate in their section, discarding it and taking three Glitter.	Their Last Day SCENE The player from the smallest town establishes this scene, set in a WHERE element from a Rules Card, in which all present have learned that they are almost certainly going to die in a matter of hours from now. They assign roles to the other players inducing the WHO elements from the Rules cards. Play commences with a hope for survival being dashed.	
	Big Roll CONFLICT These rules use the standard attributes and difficulty table. When a character attempts a nontrivial action, they roll three dice and add the most appropriate attribute. When characters come into direct conflict, roll three dice plus the attribute and directly compare the results.	Caprice CONFLICT When a character attempts an action, a randomly chosen other player decides if they succeed or not, and a second randomly chosen play who may be the original actor narrates the details of that result. If two characters are in conflict, the player chosen to decide who prevails should not be either of them.	Competitive CONFLICT Each player rolls two dice at the beginning of the scene and keeps them in front of them. Whenever a major action is attempted, the acting player or players re-roll their die, and their result is judged by where it falls among all the other players' dice, with being the highest the best outcome and being the lowest the worst.	

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	Democratic CONFLICT When a character attempts a nontrivial action, each other character votes on the outcome.	Doubling CONFLICT A player may spend one glitter to have their character succeed at any reasonable action. Any other player may spend glitter equal to the total amount spent so far on this action to reverse this results. This continues until all players decline to spend. The winner narrates the results of the action.	Duplicates CONFLICT These rules use the standard attributes and difficulty table. When a character attempts a nontrivial action, they roll a number of dice equal to the most appropriate attribute, then count which number was rolled the most times, picking the larger value in case of ties. They multiple that die's value by the number of duplicates. When two players are in conflict, each rolls an extra die and the final numbers are compared directly.	
	Escalation CONFLICT These rules use the standard attributes and difficulty table. Each player starts with one die. When a character attempts a nontrivial action, they roll their dice and add the most appropriate attribute. Before rolling, a player may, once per action, spend one Glitter to give themselves another die, for the rest of the scene. The more dice a player rolls, the more severe the consequences of failure. When two players conflict, they compare their numbers directly.	Fantastical CONFLICT After the scene has begun, the player who established it narrates the actions of their character, in the first person and past tense as if telling the story of the events after they had happened. Any other character may express doubt about some part of the story, replace it with something even more unlikely involving their character, and take up the narration from that point onward, spending 1 Glitter. Ignore the Scene End card until each player has narrated at least once.	Fixed CONFLICT These rules use the standard attributes and difficulty table. When a character attempts a nontrivial action, they multiply the most appropriate attribute by 4. When two characters act in opposition, each blind bids any number of Glitter, each of which adds 2 to their total. Ties are interpreted as actual ties or long struggles with no clear victor whenever possible.	
	Improvised CONFLICT When a character attempts a nontrivial action, they ask the player to their left if it works. They answer with a 'Yes, and' answer that introduces further complications.	Kingly CONFLICT When the scene reaches a decision point, each player rolls two dice. The player with the lowest roll adds a negative consequence to one of the possible resolutions of this decision. The player with the highest roll decides what decisions will be taken. If they chose the option with the added consequence, the player who assigned that consequence narrates how it plays out.	Matches CONFLICT These rules use the standard attributes. When a character attempts a nontrivial action, they roll as many dice as the most appropriate attribute and count how many of the resulting dice have a value that matches that attribute. The outcome is determined by the number of these matches, with zero being a failure and higher numbers corresponding to better results. When two players are in a conflict, each rolls twice as many dice as their most appropriate attribute and they compare the number of matches.	

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	Multiplicative CONFLICT These rules use the standard attributes and difficulty table. When a character attempts a nontrivial act, they roll two dice and multiply the resulting numbers. Players may spend a point of the most appropriate attribute, reducing it by one for the rest of the scene, to re-roll any result of 1. Attributes cannot go below zero, and going to zero causes a serious injury or exhaustion. When two players are in conflict, directly compare the numbers.	Nullity CONFLICT Players can narrate their own success and failures as they see fit, and discuss and resolve conflicts between characters by consensus.	Plutocracy CONFLICT If all players have the same amount of Glitter, discard and re-draw this card. The player or players with the most Glitter may succeed at an reasonable action automatically. Any other player may succeed at any reasonable action by paying 1 Glitter to a player with more Glitter than themself. If two players are in direct conflict, the one with more Glitter prevails (use dice to resolve ties.)	
	Pools CONFLICT These rules use the standard attributes and difficulty table. When a character attempts a nontrivial action, they roll a number of dice equal to the most appropriate attribute. When characters come into direct conflict, roll the appropriate dice pool and directly compare the results.	Redoubling CONFLICT These rules use the standard attributes and difficulty table. When a character attempts a nontrivial action, they roll one die and add the most appropriate attribute. They may spend 1 Glitter to double the die roll, repeatedly (2 Glitter to multiply it by four, 3 to multiply it by eight, and so forth.) When two characters conflict, both roll and either can respond to the other's use of the doubling rule by doubling their own die. Compare the final numbers after both players decline to redouble directly.	Roll plus Stat CONFLICT These rules use the standard attributes and difficulty table. When a character attempts a nontrivial action, they roll two dice and add the most appropriate attribute to that total. When characters come into direct conflict, roll two dice plus attribute and directly compare the results.	
	Roshambo CONFLICT When a character is involved in a struggle, he and either another player involved in an opposing sense or the player to their right play rock-paper-scissors until either player scores two victories. The winner narrates the resolution of the struggle.	Stakes CONFLICT These rules use the standard attributes and difficulty table. When a character attempts a nontrivial action, they wager a number of Glitter between 0 and the most appropriate attribute, then roll as many dice as they wagered plus one. If they fail, they lose that Glitter. If they win, they gain one Glitter. When two players are in conflict, compare the numbers directly and the winner takes all of the loser's wagered Glitter.	Stud CONFLICT Discard and replace this card if there is not a standard deck of playing cards convenient to use. This scene uses the standard attributes. Whenever an player attempts a nontrivial action, they and another player, either one involved in opposing them or chosen at random, each draw four cards. Then the original player draws as many cards as their most appropriate attribute and the opposing player draws as many cards as either their most appropriate attribute or a number from 1 to 5 representing the difficulty of the action. The best poker hand wins and narrates the results.	

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	Thoughtful CONFLICT When a character attempts a nontrivial action, their player asks the player to their left what happens, then asks the player to their right what happens. The second player should ensure that their answer is different from the first. The original player then chooses which outcome happens.	Threshold CONFLICT These rules use the standard attributes and difficulty table. When a character attempts a nontrivial action, they roll six dice and count how many are less than the most appropriate attribute, then triple that count. When characters come into direct contact, compare the number of successes directly.	Tilted CONFLICT At the beginning of the scene, each player rolls a white die and a colored die. If the white number is higher than the black, the scene will go well for them. If the black die is higher than the white, it will go badly for them. If the two dice are equal, the scene will go horribly for them. Ignore, adapt, or loosely interpret the scene end card to achieve these results.	
	Two-Step CONFLICT These rules use the standard attributes and difficulty table. When a character attempts a nontrivial action, they roll two dice and add the most appropriate attribute. If they succeed, they again roll two dice and add the most appropriate attribute, interpreting the result with the numbers in the standard difficulty chart as thresholds for degrees of success. When two players are in a conflict, both roll, and if both succeed in the original roll, directly compare the results of their second roll.	Worldly CONFLICT These rules use the standard attributes. When a character attempts an action under extreme pressure, they roll two dice and add the most appropriate attribute. On an 10 or higher, they succeed spectacularly. On a 7-9, they succeed, but with a cost chosen by the player to their left. On a 6 or lower, they fail miserably. When two players are in conflict, both roll under this rule and a third player interprets the results.	Alacrity ENDING All players should play this scene at as fast a pace as possible. When the action slows down, the player who acted last narrates a quick ending that advantages them over any rivals.	
	Benighted Past ENDING When the scene reaches a generally negative conclusion, it ends and the narrative briefly switches to the framing sequence characters, who discuss the ways in which they are superior, morally at least, to their ancestors.	Buyout ENDING Each player gains 2 Glitter at the start of this scene. Any player may spend 5 Glitter or all of their Glitter, whichever is largest, to end the scene. They narrate a brief conclusion benefiting their character. Players with no glitter cannot do this. End the scene if all players are without Glitter.	Cliffhanger ENDING Whenever a character attempts a high-stakes task or is put in mortal danger, roll two dice. On a 2 or lower or a 12 or higher, end the scene immediately.	

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	Conflicted ENDING At the start of the scene, each player publicly states how their character would like things to turn out. When two of these conditions have been met, the scene ends. The players of those two characters alternate narrating how each of the other characters end up getting something close to the opposite of what they wanted.	Epicness ENDING When a player rolls the highest possible result that the mechanics allow a player to roll, end the scene based on the massive success of that action. If the rules allow rolls to reach arbitrarily high results, trigger this rule when players agree the success was sufficiently great.	Epiphany ENDING When a character reaches a much deeper understanding of themselves or their overall situation, they narrate an ending to the scene in which they begin to apply this new knowledge.	
	Fade to Black ENDING When something disturbing is about to happen in the scene, it ends abruptly.	Failure ENDING When a player rolls the lowest possible result that the mechanics allow a player to roll, end the scene based on the massive failure of that action.	Good Old Days ENDING When the scene reaches a generally positive conclusion, it ends and the narrative briefly switches to the framing sequence characters, who discuss the ways that the old nation was superior to the way they live now.	
	Happy Ending Guaranteed ENDING When the scene takes a tragic turn, the youngest player takes on the role of their framing-sequence character, insisting on a happier ending. The other players then adjust the events to satisfy that requirement.	Heart's Desire ENDING When a player's character achieves their main goal in the scene, the player to their left narrates a brief resolution and epilog showing how that achievement ultimately fails to satisfy.	Heroic Triumph ENDING When the morally correct side has achieved the upper hand, the player with the most moral character, chosen by consensus or vote, narrates a triumphant resolution to the scene.	

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	Hourglass ENDING Fifteen minutes after the scene begins, it ends.	Larger Picture ENDING When the scene reaches a natural conclusion, the player who established the scene explains how the events of the scene impacted the world on a much larger scale.	Moral ENDING When the action approaches a natural conclusion, the player who established the scene states the moral of the scene's story, relating at least one abstract and at least one concrete WHAT entry from the rule cards into a proverb.	
	Mystery Resolved ENDING At the beginning of the scene, the player to the left of the one who established the scene poses a question with no obvious answer. When the question is definitively answered or rendered completely moot, end the scene.	Prediction ENDING At the beginning of the scene, each player secretly writes a brief description predict something that will happen to the characters as the scene resolves. If one of these comes to pass, they reveal it, gain 3 Glitter, and narrate an end to the scene. If the outcome becomes impossible, they also reveal it. If all players have revealed their predictions as impossible, the last to do so narrates an ending to the scene.	Romance ENDING When two characters fall in love and kiss, end the scene. These need not be player characters.	
	Shaggy Dog ENDING When a player makes an awful pun relating multiple elements of the scene, it ends. That player gains one glitter unless another player can top them with an even worse pun, in which case that player gains 2 Glitter.	Simplicity ENDING When the scene reaches a natural conclusion, it ends.	Sudden Death ENDING When a player character dies, that player narrates a swift and violent resolution to the scene.	

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Surrender ENDING When a character surrenders or otherwise accepts an inevitable defeat or disappointment, that player narrates an ending to the scene in which that decision is partially justified.	The Real Story ENDING When the scene reaches a natural conclusion, the oldest player takes on the role of their framing-sequence character, who explains that the scene portrayed a popular version of the events in question and then goes on to briefly explain what really happened.	Twist ENDING When the action appears to be nearing a natural conclusion, the player with the least Glitter introduces a major surprising revelation or external event and decides whether to end immediately or continue play through the immediate reactions to the twist.
Where Are They Now ENDING When the scene reaches a natural conclusion, starting with the player who established the theme, each player narrates a very short description of what the character of the player to their right is doing five years after that ending. The next scene should take place after these vignettes.	Absorb 20 The player with the highest Physical attribute has the ability to perform supernatural feats of strength, dexterity, and endurance by spending one Glitter and relating their ability to a characteristic of something in the WHAT section of another Rules card. Reduce the difficulty of any task performed using this card by one rank. WHERE:An attic with six sets of chains bolted to walls WHO:The leader of a volunteer fire brigade WHAT:razor * zest * landslide	Alchemy 12 The character with the highest Mental attribute has the power to transmute any reasonably sized physical item in the WHAT section of the other three cards to any other such item on those cards by spending 2 Glitter WHERE:An opulent hilltop manor house WHO:A fat and arrogant banker WHAT:badge * water * blackmail
Ally 8 A non-player character with Attributes Physical 3, Mental 1, Spiritual 2 is a reasonably loyal friend of the character with the highest Physical attribute.	Arcane(Doom) 13 If there are already three cards in the Doom Pile, this is the last scene. All players roll two dice at the end of the scene, and the highest roll describes the end of the story in a magical disaster. Otherwise put this card in the Doom pile after this scene. If there are more than one Doom cards in a scene, only put one in the pile and shuffle the others into the rules deck.	Assist 2 Any player may spend one Glitter to add 2 to any die roll made by another player.
WHERE:An abandoned but still functional sawmill	WHERE:An abandoned temple pierced by lightrays from ceiling holes	WHERE:A literal slippery slope
WHO:A notorious cad and bounder	WHO:A true believer with a well-rehearsed spiel	WHO:The last surviving apostle of a disgraced prophet
WHAT:gloves * icicle * blessings	WHAT:labor * junk * pearl	WHAT:magnet * belief * fangs

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	Rule Cards Palm And Pine	Rule Cards Palm And Pine	Scene Ending Cards Palm And Pine	
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Authority(Skill) 21	Bad Stuff 16	Bluff 8
Each player rolls two dice at the beginning of the scene. The player with the highest roll's character has a fourth attribute for this scene, Authority: 4	Any player may roll an extra die for any die roll. If they do, the player to their left should introduce something unfortunate happening to the character shortly after.	When a player rolls dice, they do so secretly and declare the result. They may lie about it. Any other player may challenge them to reveal the dice. If they do and the roller was lying, the challenger takes one Glitter from the roller. Otherwise, the roller takes one Glitter from the challenger.
WHERE:A barber-surgeon's shop suffused with an unidentifiable smell	WHERE:Among the bleached bones of an elephant's graveyard	WHERE:Underneath a massive glass dome
WHO:with an unreasonably cheerful disposition	WHO:A fresh-faced professional gambler	WHO:A butler not uninclined to accepting bribes
WHAT:wall * privilege * lens	WHAT:bells * revenge * moss	WHAT:illusion * worm * quartz
Bribery 4	Caution 14	Complication 1
Any player may spend one Glitter to re-roll any die, once.	Any player may, instead of rolling a die, simply place it down on the face labeled '4'.	When a player attempts a task, any other player may introduce complications involving WHAT items on other Rule Cards that increase the difficulty of that task by one rank. If they do, they gain 2 Glitter.
WHERE:A loud and bustling marketplace	WHERE:A secret room with hidden windows on a public place	WHERE:An ill-lit farmhouse full of gambling idlers
WHO:A wealthy merchant's nephew	WHO:A cook with a deeply disturbing secret ingredient	WHO:with a shiny prosthetic nose
WHAT:thorns * darkness * conspiracy	WHAT:stable * shame * dagger	WHAT:wolf * harpoon * maturity
Conflagration(Doom) 13	Conjuration 7	Convergence(Doom) 13
If there are already three cards in the Doom Pile, this is the last scene. All players roll two dice at the end of the scene, and the highest roll describes the end of the story in a massive fire. Otherwise put this card in the Doom pile after this scene. If there are more than one Doom cards in a scene, only put one in the pile and shuffle the others into the rules deck.	Any player may have their character supernaturally create, conjure, or invoke an item in the WHAT section of any other card by paying one Glitter.	If there are already three cards in the Doom Pile, this is the last scene. All players roll two dice at the end of the scene, and the highest roll describes the end of the story in a combination or the forms of doom in the other cards in the Doom pile. Otherwise put this card in the Doom pile after this scene. If there are more than one Doom cards in a scene, only put one in the pile and shuffle the others into the rules deck.
WHERE:A dangerously rotted-away watchtower	WHERE:An overstuffed larder	WHERE:A sailboat in becalmed waters
WHO:A trafficker in whispers and lies	WHO:The third best fencer currently living	WHO:A precociously erudite guttersnipe
WHAT:glory * ball * bamboo	WHAT:sponge * belief * grass	WHAT:youth * cotton * greatsword

	Rule Cards Palm And Pine	Rule Cards Palm And Pine	Rule Cards Palm And Pine	
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Corruption 15	Craftsmanship (Skill) 18	Critical Success 7
Any player may spend three glitter to change any die to either a 1 or a 6 after it has been thrown.	Each player rolls two dice at the beginning of the scene. The player with the highest roll's character has a fourth attribute for this scene, Craftsmanship: 4	When a player rolls the maximum possible number on a die roll, they may narrate a small additional advantage beyond what the resolution rules call for.
WHERE:The alleyway behind an active tannery	WHERE:The great playwright's theater	WHERE:An elaborate hedge maze
WHO:The ambitious child of a household servant	WHO:The leader of a gang of toughs	WHO:A fop surrounded by a cloud of reeking perfume
WHAT:hurricane * abomination * scythe	WHAT:belt * belladonna * ownership	WHAT:pride * angel * sextant
Darkness and Light 18	Delved Too Deep(Doom) 13	Diabolical(Doom) 13
Whenever a task is done under bright light, the rolling player may add one to any die. Whenever a task is done in darkness, subtract one from the highest die.	If there are already three cards in the Doom Pile, this is the last scene. All players roll two dice at the end of the scene, and the highest roll describes the end of the story in an act of immense hubris. Otherwise put this card in the Doom pile after this scene. If there are more than one Doom cards in a scene, only put one in the pile and shuffle the others into the rules deck.	If there are already three cards in the Doom Pile, this is the last scene. All players roll two dice at the end of the scene, and the highest roll describes the end of the story in an intervention by supernatural evil. Otherwise put this card in the Doom pile after this scene. If there are more than one Doom cards in a scene, only put one in the pile and shuffle the others into the rules deck.
WHERE:A ring of standing stones	WHERE:On a rooftop during a midnight thunderstorm	WHERE:Far above the air in a balloon
WHO:A captain without a ship	WHO:A bleeding and wounded courier	WHO:A loud but talentless street musician
WHAT:folly * lion * garland	WHAT:nectar * elephant * hinge	WHAT:harm * vampire * nutshell
Divine(Doom) 13	Doubling 4	Escalation 15
If there are already three cards in the Doom Pile, this is the last scene. All players roll two dice at the end of the scene, and the highest roll describes the end of the story in an act of divine vengeance. Otherwise put this card in the Doom pile after this scene. If there are more than one Doom cards in a scene, only put one in the pile and shuffle the others into the rules deck.	If the card on the opposite corner of this one is a character or gives an attribute, add one to each attribute involved. If it says it can only be used once, it can be used twice. Otherwise, double its effect if that is meaningful.	A player who fails a task or challenge may spend 1 Glitter to re-roll, once. If they fail again the consequences are even more disastrous.
WHERE:A deep and shadowed box canyon	WHERE:A long spiral staircase	WHERE:The inner workings of a giant clock
WHO:The one they call the conscience of the nation	WHO:An addict in need of a fix	WHO:A former executioner
WHAT:fall * gorgon * argument	WHAT:fish * dragon * growth	WHAT:poison * pits * despair

	Rule Cards Palm And Pine	Rule Cards Palm And Pine	Rule Cards Palm And Pine	
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Even Odds	7	Exploding Dice	7	Flooded(Doom)	13
When two dice are rolled and one of them is an even number and the other an odd number, the player who rolled them gains 2 Glitter.		Whenever a die roll is 6, re-roll it and add six to the total.		If there are already three cards in the Doom Pile, this is the last scene. All players roll two dice at the end of the scene, and the highest roll describes the end of the story in a flood. Otherwise put this card in the Doom pile after this scene. If there are more than one Doom cards in a scene, only put one in the pile and shuffle the others into the rules deck.	
WHERE:The docks after midnight		WHERE:The base of a roaring waterfall		WHERE:An angry mob on the verge of a riot	
WHO:A vagrant with a massive ego		WHO:A war-scarred veteran		WHO:Sweating rivers from the forehead	
WHAT:bricks * lemons * justice		WHAT:sawdust * copper * regret		WHAT:drum * hinge * Evil	

Fortune	7	Fumble	13	Ice(Doom)	13
Each player rolls one die and keeps it in front of them. Whenever they would roll dice, they may use the value on that die instead, re-rolling and replacing it after the die roll resolves.		When a player rolls the minimum possible number on a die roll, the player to his left imposes an additional bad result on them beyond what the resolution rules call for.		If there are already three cards in the Doom Pile, this is the last scene. All players roll two dice at the end of the scene, and the highest roll describes the end of the story in Ice or excessive cold. Otherwise put this card in the Doom pile after this scene. If there are more than one Doom cards in a scene, only put one in the pile and shuffle the others into the rules deck.	
WHERE:A crossroads on a moonless midnight		WHERE:The top of the tallest tower in the castle		WHERE:The Colosseum during a gladiatorial bout	
WHO:An orphan acting as parent to younger siblings		WHO:The cats-paw of a notorious blackmailer		WHO:A priest who has forgotten the words of his prayers	
WHAT:glass * snow * malice		WHAT:grain * ambush * apes		WHAT:lamentation * handkerchief * coffin	

Indulgence	5	Invasion(Doom)	13	Last Ditch Effort	24
A player may pay 3 Glitter to ignore the effect of another Rule card, once.		If there are already three cards in the Doom Pile, this is the last scene. All players roll two dice at the end of the scene, and the highest roll describes the end of the story in an invasion by foreigners. Otherwise put this card in the Doom pile after this scene. If there are more than one Doom cards in a scene, only put one in the pile and shuffle the others into the rules deck.		Once during this scene one player may spend all of their Glitter to double a die roll after it has been rolled. (If two players want to use this card at the same time, they roll to see which one gets it.)	
WHERE:A fifty-course banquet		WHERE:A well-guarded enclosure of barbed wire		WHERE:Rooftops of a tumbledown slum	
WHO:A corrupt mid-level official		WHO:A silver-haired sorcerer		WHO:Someone extremely older than they look	
WHAT:nose * chandelier * ignorance		WHAT:anchor * yeast * liberty		WHAT:oak * phoenix * rescue	

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Lore(Skill) 22	Lucky Number 7	Martyrdom 100
Each player rolls two dice at the beginning of the scene. The player with the highest roll's character has a fourth attribute for this scene, Lore: 4	Whenever the total of a die roll matches one of the numbers of the four rules cards, the player who so rolled gains 2 Glitter.	A player may choose to have their character automatically succeed at any one task, at the expense of that character's life.
WHERE:A hall of mirrors	WHERE:The deck of a storm-wracked ship	WHERE:Underneath a busy bridge
WHO:A soft-spoken moneylender	WHO:The heir's whipping-boy	WHO:Soul-dead eyes and a hauntingly beautiful voice
WHAT:loyalty * tendrils * sling	WHAT:torch * coins * shunning	WHAT:sapphires * seaweed * boots
Mesmerism 27	Miracle 9	Misfortune 2
The player with the highest Spirituality attribute has the power to manipulate minds, changing a person's belief about any abstract WHO: item on the other rule cards by paying Two Glitter. They may use this on another player character only once during the scene, but an unlimited number of times on non-player characters.	The character with the highest Spiritual attribute has the power to cause a miracle to happen involving something in the WHAT section of another card, once during the scene.	Subtract 2 from any die roll totaling an odd number.
WHERE:A decrepit house widely reputed to be haunted	WHERE:A warehouse containing a virtual maze of stacked boxes	WHERE:A long and slow-moving queue
WHO:A wanted criminal in five cities	WHO:The power behind the throne	WHO:The seventh daughter of a seventh son
WHAT:sapling * icon * line	WHAT:fate * hammer * roots	WHAT:cat * ladder * disobedience
Monstrous(Doom) 13	On a Roll 14	Overlooked (Skill) 22
If there are already three cards in the Doom Pile, this is the last scene. All players roll two dice at the end of the scene, and the highest roll describes the end of the story in an attack by a monster or monster. Otherwise put this card in the Doom pile after this scene. If there are more than one Doom cards in a scene, only put one in the pile and shuffle the others into the rules deck.	After a player succeeds in a task, they may add one to any die the next time they roll dice during this scene.	Each player rolls two dice at the beginning of the scene. The player with the highest roll's character has a fourth attribute for this scene, Overlooked: 4
WHERE:A blood-splattered bedroom	WHERE:A precisely-run professional kitchen	WHERE:A camp at the base of a towering mountain
WHO:A horrible person in a position with little accountability	WHO:A proud and officious gatekeeper	WHO:The sole survivor of a massacre
WHAT:shovel * mediocrity * rubble	WHAT:wishes * cart * weeds	WHAT:friendship * worm * gilding

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Persuasion (Skill) 16	Plague(Doom) 13	Pure Chaos 18
Each player rolls two dice at the beginning of the scene. The player with the highest roll's character has a fourth attribute for this scene, Persuasion: 4	If there are already three cards in the Doom Pile, this is the last scene. All players roll two dice at the end of the scene, and the highest roll describes the end of the story in a plague or pestilence. Otherwise put this card in the Doom pile after this scene. If there are more than one Doom cards in a scene, only put one in the pile and shuffle the others into the rules deck.	After ever use of the resolution rule, roll a die. If the result is a 4, discard and replace a randomly chosen Rules card other than this one.
WHERE:The incompletely constructed new flagship	WHERE:The tyrant's personal menagerie	WHERE:A room where everything is colored a shade of blue
WHO:A farmer with a terrible guilty secret	WHO:The last person you'd expect	WHO:A struggling tradesman who has made a very bad decision
WHAT:sausage * needle * distance	WHAT:Honey * mast * prophecy	WHAT:excess * grape * rut
Revolution(Doom) 13	Rule of Three 3	Seismic (Doom) 13
If there are already three cards in the Doom Pile, this is the last scene. All players roll two dice at the end of the scene, and the highest roll describes the end of the story in a revolution, rebellion, or other form of uprising. Otherwise put this card in the Doom pile after this scene. If there are more than one Doom cards in a scene, only put one in the pile and shuffle the others into the rules deck.	If a player succeeds in two die rolls, their next action automatically fails. If a player fails in two die rolls, their next action automatically succeeds.	If there are already three cards in the Doom Pile, this is the last scene. All players roll two dice at the end of the scene, and the highest roll describes the end of the story in an earthquake or volcano. Otherwise put this card in the Doom pile after this scene. If there are more than one Doom cards in a scene, only put one in the pile and shuffle the others into the rules deck.
WHERE:A dark and sweltering forge	WHERE:A massive structure among the treetops	WHERE:A bridge suspended over a deep chasm
WHO:Wearing the most elaborate hat in the neighborhood	WHO:A tongueless former messenger	WHO:The notorious criminal's big sister
WHAT:coocoo* skate * idleness	WHAT:guilt * bottle * jelly	WHAT:war * ivy * veil
Sharp Tongue (Skill) 15	Sorcery (Skill) 20	Stealth (Skill) 14
Each player rolls two dice at the beginning of the scene. The player with the highest roll's character has a fourth attribute for this scene, Sharp Tongue: 4	Each player rolls two dice at the beginning of the scene. The player with the highest roll's character has a fourth attribute for this scene,Sorcery : 4	Each player rolls two dice at the beginning of the scene. The player with the highest roll's character has a fourth attribute for this scene, Stealth: 4
WHERE:Under a massive tent	WHERE:The cavernous belly of a monstrous beast	WHERE:A crowded but strangely quiet tavern
WHO:Just released from a ten-year vow of silence	WHO:The boy who cried wolf in his adulthood	WHO:A bespectacled tax collector
WHAT>window * mold * tomorrow	WHAT:prayer * knot * log	WHAT:brambles * respect * key

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Strategy (Skill) 13	Taboo 16	Tactics (Skill) 17
Each player rolls two dice at the beginning of the scene. The player with the highest roll's character has a fourth attribute for this scene, Strategy: 4	Mentioning the items in the WHAT section of the two cards adjacent to this one is forbidden. If a player violates this taboo, they roll two dice. On an 11 or higher, they gain one Glitter. Otherwise they lose 3 Glitter.	Each player rolls two dice at the beginning of the scene. The player with the highest roll's character has a fourth attribute for this scene, Tactics: 4
WHERE:Patently unhealthy public baths	WHERE:An open grave	WHERE:A decadent party attended by the upper crust
WHO:The only witness to a violent crime	WHO:Someone disguising their gender	WHO:A serial murderer
WHAT:circle * potato * chain	WHAT:cross * familiarity * moonstone	WHAT:life * ingot * manticore
The Fool (Character) 0	The General (Character) 5	The Huntress(Character) 7
The youngest player plays this character and keeps it after this scene to play in future scenes until the character's death. Attributes: Physical 2, Mental 4, Spiritual 2, Sharp Tongue 6. The Fool's player can re-roll one die in each scene.	The Tallest player plays this character and keeps it after this scene to play in future scenes until the character's death. Attributes: Physical 2, Mental 4, Spiritual 2, Strategy 6. The General's player can re-roll any failed action involving acting in opposition to another person, once per scene.	The player quickest to claim it plays this character and keeps it after this scene to play in future scenes until the character's death. Attributes: Physical 3, Mental 3, Spiritual 2, Tracking 6. The Huntress' player can spend one Glitter to reduce the difficult of any task by one level, once per scene
WHERE:A hastily-constructed gallows	WHERE:A recently unearthed mass grave	WHERE:The other side of the mirror
WHO:One who can speak truth without consequence	WHO:Bearing enormous weight on their shoulders	WHO:Lives up to an unbelievable reputation
WHAT:numbers * pollen * fork	WHAT:chaos * jar * hair	WHAT:lark * action * fig
The Jack of Trades (Character) 4	The Killer(Character) 12	The Official(Character) 9
The second oldest player plays this character and keeps it after this scene to play in future scenes until the character's death. Attributes: Physical 3, Mental 3, Spiritual 3. The Jack of Trades' player picks an additional attribute at the beginning of each scene with value 5	The player to the left of the one who set the scene plays this character and keeps it after this scene to play in future scenes until the character's death. Attributes: Physical 3, Mental 3, Spiritual 1, Violence 6. The Killer's player gains one Glitter whenever their actions kill a non-player character and 2 Glitter when they kill a player character	The player with the most Glitter plays this character and keeps it after this scene to play in future scenes until the character's death. Attributes: Physical 3, Mental 3, Spiritual 2, Authority 6. The Official's player picks one other Rule Card. Any other player benefiting from that card must pay them one Glitter.
WHERE:A silo full of rotten grain	WHERE:A salt mine used as a punishment detail	WHERE:In a carriage moving at breakneck speeds
WHO:A tattooed man of few words	WHO:Profoundly under-dressed for the occasion	WHO:A nearly deaf bartender
WHAT:door * secret * button	WHAT:gap * arrogance * armor	WHAT:rod * fence * hope

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The Pirate(Character) 3 The player born closest to an ocean plays this character and keeps it after this scene to play in future scenes until the character's death. Attributes: Physical 3, Mental 3, Spiritual 2, Tactics 6. The Pirate's player gains one Glitter whenever they succeed at a violent act.	The Prophet(Character) 2 The oldest player plays this character and keeps it after this scene to play in future scenes until the character's death. Attributes: Physical 2, Mental 2, Spiritual 4, Persuasion 6. The Prophet's player can predict the exact result of one die each time dice are rolled. If the prediction is correct, they gain one Glitter	The Scholar(Character) 11 The player with the longest name plays this character and keeps it after this scene to play in future scenes until the character's death. Attributes: Physical 2, Mental 4, Spiritual 2, Lore 6. The Scholar's player can deliberately misstate a minor fact about what happened in a previous scene, once per scene, and moving forward characters will consider that version the truth
WHERE:A dead end in the worst part of town	WHERE:A hidden smuggler's grotto	WHERE:A well-curated art gallery
WHO:Respects no authority but their own	WHO:A lantern-bearing seeker after truth	WHO:Their perfect memory serves them well
WHAT:tapestry * damage * kindling	WHAT:boat * morning * battleaxe	WHAT:spice * tin * memory
The Servant(Character) 10 The player with the least Glitter plays this character and keeps it after this scene to play in future scenes until the character's death. Attributes: Physical 3, Mental 2, Spiritual 3, Overlooked 6. The Servant's player can subtract one from the difficulty of any task. Any player may give the Servant's player one Glitter if they choose.	The Smith (Character) 6 The shortest player plays this character and keeps it after this scene to play in future scenes until the character's death. Attributes: Physical 3, Mental 2, Spiritual 3, Craftsmanship 6. The Smith's player can spend one Glitter to add one to any result and number of times in a scene	The Sorcerer(Character) 8 The player who has studied at the most distant school plays this character and keeps it after this scene to play in future scenes until the character's death. Attributes: Physical 2, Mental 3, Spiritual 3, Magic 6. The sorcerer's player can discard a Rule Card and replace it with a new draw once per scene
WHERE:A covered bed larger than many people's houses	WHERE:A monument to fallen heroes	WHERE:The web of a giant spider
WHO:The bearer of a wound that does not heal	WHO:A once fair face horribly scarred	WHO:A new-made widow
WHAT:danger * snail * slime	WHAT:pipe * horse * tyranny	WHAT:coconut * opium * expectation
The Thief (Character) 1 The second youngest player plays this character and keeps it after this scene to play in future scenes until the character's death. Attributes: Physical 3, Mental 3, Spiritual 2, Stealth 6. The Thief's player can take one Glitter from another player in each scene	Tracking (Skill) 19 Each player rolls two dice at the beginning of the scene. The player with the highest roll's character has a fourth attribute for this scene, Tracking: 4	Trade 9 Any player may give or trade Glitter with other players in exchange for actions to be taken in the game.
WHERE:A featureless expanse of frozen tundra	WHERE:A room constructed to the scale of a giant	WHERE:A room barely lit by a meandering trail of candles
WHO:One who holds debts but is light on cash	WHO:A professional remember of names	WHO:The ambassador from small but crucial ally
WHAT:mess * juice * silver	WHAT:cream * centaur * rage	WHAT:hook * gelatin * grief

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Violence(Skill) 22	Void 0	Welfare 9
Each player rolls two dice at the beginning of the scene. The player with the highest roll's character has a fourth attribute for this scene, Violence: 4	After any other rule card's rule affects play once, ignore it for the rest of the scene.	Any player with zero Glitter may gain two Glitter.
WHERE:A well-stocked wine cellar	WHERE:A room full of empty shelves	WHERE:A monastery where monkish chants almost drown out the screams
WHO:Falsey accused and condemned to die	WHO:A teacher with no grasp of the subject	WHO:An illegitimate child whose existence could ruin everything
WHAT:soap * rucksack * courage	WHAT:marriage * sled * spear	WHAT:gravitas * hedgerow * kraken
Wild Dice 11	Wild Match 7	Wild Skill 10
Whenever two dice rolled at once have the same value, replace this card with a new one.	When a die roll exactly matches the number of one of the Rules cards, discard this card and replace it with a new Rules card.	Each character in this scene has a fourth attribute, rated 3, representing a particular skill are trained or experienced in.
WHERE:The temple of a forgotten religion	WHERE:A field of stumps that was once a forest	WHERE:A secret underground prison cell
WHO:A fool in threadbare motley	WHO:The most-hated person in the village	WHO:Someone too tall for most ceilings
WHAT:arrow * wine * humility	WHAT:ghost * reed * community	WHAT:earring * memory * manure
Wild Time 12	Wounds 14	8: Game Chef Notes and Credits
When a die roll matches the hour of the current time, discard this card and replace it with a new Rules card.	When a player is involved in physical combat and rolls anything less than the best possible result, they are wounded in the fight and add one to all difficulties for the rest of the scene.	Written by Jeff R. for Game Chef 2014 Layout done with Andrea Nini's excellent nanDECK software Ingredients: Wild, Absorb, Glitter READ THIS CARD LAST/AFTER PLAYING THE GAME The Idea of Wild and Absorb instantly inspired in me the idea of overgrown ruins, of nature reclaiming the remains of civilization. There is No Book both got me thinking about an entirely card-based game and also about the kind of a post-literate, post-civilized society like that of the frame, as defined implicitly by the options on the Rules cards. (It is no coincidence that not a single one of them referneces books or anything related to the written word) Glitter seemed obvious as a name for the game's currency.
WHERE:An unhappy child's nightmare	WHERE:A lonely lighthouse on a rocky shore	
WHO:Identical in appearance to a very important person	WHO:A jaded and distracted policeman	
WHAT:cake * wave * lake	WHAT:belt * salt * North	

	Rule Cards Palm And Pine	Rule Cards Palm And Pine	Rule Cards Palm And Pine	
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	Game Instructions Palm And Pine	Rule Cards Palm And Pine	Rule Cards Palm And Pine	